

1. A method for playing a recording medium (1), in particular an optical storage disc, having at least one address area that is stored in a run-in area (4) of the recording medium (1) and includes at least one address of a beginning of a title stored on the recording medium (1), in a player (15) having a read device (9), characterized in that, when the at least one address area is read out, the at least one address of a title beginning is converted to a start time of exactly one time unit and stored in a memory (13), with the start time corresponding approximately to the playing time of the recording medium (1) up to the addressed title beginning; and the track jump time for positioning the read device (9) at the beginning of the title is calculated directly from the corresponding start time stored in the memory (13).
2. The method according to Claim 1,
characterized in that, if a pause is detected at the beginning of the title, the pause duration is determined and added to the start time.
3. The method according to Claim 1 or 2,
characterized in that the time unit is selected depending on the accuracy needed for calculating a track jump.
4. The method according to Claim 1, 2 or 3,
characterized in that one second is selected as the time unit.